

SAKURA-CONDUIT

The Pre-Convention Newsletter



bounty hunter Amelia. In the middle of this all, the Gasback gang suddenly appears back in town. And in the confusion, is that Wolf Wood...

In Makkah, a town surrounded by quicksand, there are rumors about a legendary big Gasback robbery gang. The mayor, Kepler, is assembling ruffians to protect the town. There is a reward for the Gasback gang, which brings in bounty hunter after bounty hunter. Merrill and Milly visit the town for an insurance assessment, and they are appalled by the situation. Moreover, they see in their line of sight the form of Vash the Stampede. Merrill, in awe and feeling the tragedy of destruction, plans to somehow chase Vash out of town. However, Vash, as usual, is nonchalantly making passes at a female

A mandatory package check will be available for all wishing to attend the Trigon showings. No cell phones, cameras or other electronic devices will be allowed to be out in the theater. If you are found with any electronic device out you will be escorted from the showing and your membership privileges will be revoked. These strict security measures are necessary to protect the integrity of this World Premiere event. The package check will be open 45 minutes before the showings-you must check your packages before being allowed to line up. Line ups for the showing is not permitted until 30 minutes before the event.

Every effort has been made by Sakura-Con to obtain an English language translation of the movie for our members. We hope that the Japanese production company will be successful in their efforts to provide an English translation, but at this time it is not confirmed. The showing at this time, to our knowledge, will be in Japanese.

**Trigon Badlands Rumble Showtimes:
Movie will be showing in 6C.**

- Friday 4/2 at 5 p.m.
- Saturday 4/3 at 9 a.m.
- Sunday 4/4 at 8 a.m.

So, you've preregistered, your costume is perfect, and your hotel room is reserved. But are you REALLY ready for the 2010 Otaku Odyssey?

Just like any weekend trip, going to an anime convention requires some pre planning on your part. You'll need to start off with a change of clothes for every day you'll be at the con as well as an extra change (It's always wise to bring an extra change of clothes, you never know when you'll spill food or something and need clean clothes to change into).

Be sure to bring the other essentials you would normally take with you on a weekend trip (i.e., toothbrush, toothpaste, deodorant, shampoo, etc.). Hotels do provide soap and shampoo, but you may appreciate having a larger size.

If you're sharing a room with other people, it's always a good idea to bring an extra pillow, blanket and even a towel. If you know there's a chance you may be sleeping on the floor, a sleeping bag wouldn't hurt either.

Now that your suitcase is packed and ready to go, you may want to think about bringing some nonperishable food with you. Ramen, oatmeal, soups, and pastas are all available in instant form. Fruits, vegetables, Peanut Butter and Jelly, bread, and baked goods are also good choices.

Hotels usually have coffee pots, for making hot water, in the room (and if they don't, they usually provide them upon request if you call the front desk). It's always recommended to buy pop/water/juice beforehand and bring it with you-the mark up on these items is high anywhere you go outside of the grocery store.

Check in advance to see if your room will have a refrigerator. Many hotels will provide one for a small fee (\$5.00) if one isn't already in the room. This will widen your food options. Or, bring a small cooler and take advantage of the ice machines available in most hotels. Finally, some hotels even have microwaves and combined with a refrigerator-your need to eat out at all can be eliminated if you so desire. No matter how much stuff you plan on bringing with you, be sure to leave some room in your bag/car for stuff you may buy at the con. Be sure to also save some money in case you go out to eat with friends and for the trip home.

Information Booth:

The Information Booth is where you can come for all your informational needs. Can't find the time and room for that panel you really wanted to attend? Come ask us! At the Information Booth you will find information about schedule changes, panels, live events, photo shoots and more! Additionally some information about the area directly surrounding the Convention Center will be available. To top it all off we are conveniently located at the top of the escalator on the 4th floor directly across from the coffee shop!

A Word About Special Needs:

If you need disability access to Sakura-Con events please check in at the Reception Office in room 202. Additionally, we have large print versions of our pocket guide and pre-marked maps available at infobooth, which highlight elevators, for those with visual and/or mobility concerns. If you have a question or need assistance, Info Booth is located on the First Floor outside of the Escalators, the public reception area of the convention office is in room 202, there is a First Aid station outside of Main Events outside of 4A & B, and of course, any Sakura-Con volunteer staffer or green coated convention center staffer should be able to assist.

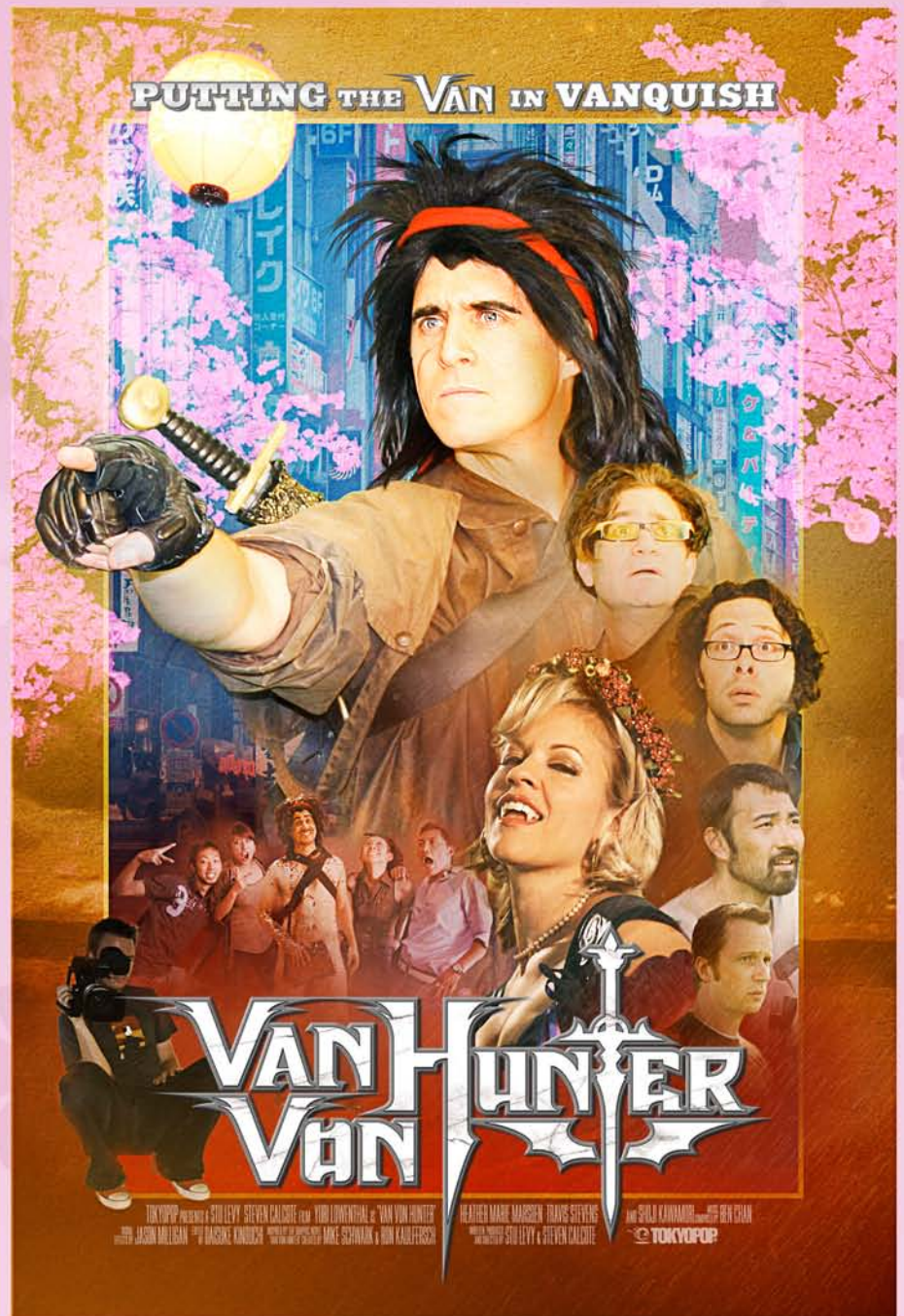
Event Times and Locations

For event times and locations, please refer to your Sakura-Con 2010 Pocket Programming Guide, which will be available in the bag you will receive at check-in.

Event Passes Booth

The Event Pass booth is where you can get your EARLY ENTRANCE wrist bands for the concerts, but only if you have rented a Sakura-Con affiliated hotel room. You don't need a wristband to attend the concert, just to get seated during the first 15 minutes. These wrist bands are obtained by presenting photo ID and verification of your hotel reservation (we have a list, but to be safe you should also bring your receipt/confirmation). If you are a roommate of someone renting a room you must pick up your wrist bands together. Only 4 wrist bands will be issued per valid Sakura-Con hotel reservation.

The Event Passes Booth is where you will need to get your wrist stamped if you are over 18 and wish to attend any SC-MA rated panel before the minors' curfew is in effect. ID will NOT be accepted at the door of any panel: either you have a stamp or you DO NOT attend the over 18 panel. All state issued picture IDs, Military ID and Passports are accepted. School ID's, club, etc. ID's are not sufficient. If you can't cash a check with it you cannot use it to get a stamp.



Watch Naruto star Yuri Lowenthal in TOKYOPOP's new movie!

Sakura-Con will present the first anime convention screening of the live-action fan-loving comedy VAN VON HUNTER on Saturday April 3rd at 6:30pm in Panels 1 (aka 6C).

Van Von Hunter tells the story of an out-of-work evil vanquisher who must unravel the mysteries of manga, anime and Japanese culture in order to save the world.

Van's astounding survival instinct and a remarkable twist of fate carries him to the land of Japan where he apprentices to such luminaries as Sh?ji Kawamori (_Macross_, _The Vision of Escaflowne_). Soon Van heroically overcomes all obstacles and soars into the limelight, becoming a hot celebrity. But being famous isn't quite enough for Van.

Special bonus: live Q&A with filmmaker Steven Calcote!

Become a fan and experience VANtastic action right away at <http://www.facebook.com/VanVonHunter>



An Interview with Actress Ellyn Stern

Ellyn Stern began acting at the age of 12. She is a classically trained actress known for both her dramatic and comedic roles. Her career spans from film to television to stage.

Q. What do you enjoy most about voice acting?

Ellyn: I love the craft of acting. Whether I am doing a film or doing a voice, I jump into the role and examine the depth of the character to make my choices on how to portray it. Many times in voice acting, there is not as much information given as one would like, so necessity means that one must simply jump in with the information available. Still, I ask myself, what are the physical characteristics? How does the character walk, how fast does the character talk? What idiosyncratic behavior identifies this character? And then, is there an arch to this character? If I know the story, I try to find the colors of this character's personality. In voice acting, this many times means these decisions must be made in a matter of moments, or minutes. Voice acting is dependent on your voice alone. Where is the placement of the voice within my throat? My goal is always to give a three dimensional character, even if it is a cartoon. I love acting and voice acting is simply another part of acting. Simply put, I love the journey as an actor.

Q. How challenging has it been for you to find work in Anime voice acting with all of the changes that have taken place in the American Industry in the past years?

Ellyn: The challenge is primarily finding work as a woman. There are far less roles for women than there are for men. This has always been the challenge. I fortunately do many voices and so when I am cast for one role, I can always do other characters as well. The American market has been so glutted with bad anime that it appears that the market is at a slower pace now, meaning that far less product is being produced. The market for voice actors has now turned to games. Also, the recession has hurt the industry as well. Hopefully it is turning around now.

Q: You have worked in a few of the same anime shows as Richard, do you find it easier or more difficult to work on the same project that he is involved with?

Ellyn: I've been doing anime for 30 years and Richard and I started together. We have our own company, Epcar Entertainment, Inc, and we have always worked together. Of course, there are many projects I work on that Richard doesn't, and projects he works on that I don't. We both direct, cast and act in the projects. We understand what is needed for each project and it's the team work that provides the ease for the job. We work well together. As we are married, we tend to bring our work home with us. We don't stop til the work is done. When it is our own project, it's more difficult in that there is more responsibility but it's more rewarding that way as well.

Q. You have appeared in Broadway, how does performing in front of a live audience compare to voice acting work for animes or foreign films?

Ellyn: As an actress, it is always my beacon to bring authenticity to each character I do, whether I am performing as an actress on stage, film or tv, or in the sound booth working on anime or other voice work. If I am doing anime and my character cries, I cry. I submerge myself in the character.

Performing in front of an audience or camera involves utilizing the entire physicality of the body. I study the character, do extensive research; I embody the psychology of the character and it's essence. I examine it from every direction. I read the script maybe 100 times. When I do a play, I read the entire play each time before a show. Make-up and wardrobe are necessities.

But, as a voice actress, I can walk into the sound booth with my pajamas. It's only the voice that matters. In anime, you walk into the booth and have to make instant decisions as to the sound of your character. You don't have the same freedom to study and examine. This is where experience and training comes in! Either way, the character must have dimension and emotional commitment. While I am limited by the way I look as to the characters I play on film or stage, with voice acting, I am free, I am limitless. I can be anybody I want. And that's the great fun in voice acting. I am fortunate to have a wide range so I can do the voices of very young to very old characters. I love the versatility and the challenges that brings.

Voice acting has technique that is different from camera. Anime as a rule is already animated and so the job of the voice actor is to find a voice to fit the animation. Sometimes they want the voice to match one already done, but other times, they ask for a different voice. The adaptation of the script is written so that the mouth movements fit into the character's mouth and match as perfectly as possible. The goal is always to make the sync look like original English. Original animation doesn't require that you match and so you get to jump into your bag of tricks and have more freedom.

Foreign films require the subtlety and naturalness of on camera work. So while you are watching your sync, your performance must match the performance of the actress or actor. We've done many academy award winners. As a side note, when I cast, I want to bring in not only a voice actor, but a good actor. That is even more important in foreign film dubbing.

Q. How do you enjoy appearing as a guest at anime conventions? Have you ever attended a anime convention just as a fan?

Ellyn: When I started doing anime 30 years ago, I had no idea it would be embraced and loved as it is. It is always surprising and truly wonderful when I go to a convention and see that my work is enjoyed. I love my work. It is a special bonus when others enjoy it too. I love the fans. Anime tells stories that are deep, philosophical, spiritual and ask the hard challenging questions. It's fabulous to have conventions where these ideas can be explored. Also, I love the costumes and am so impressed when I find out that they are handmade. But no, I never attended as a fan.



My first ever brush with Sakura-Con was years ago when Sakura-Con was in its one and only year in Everett. My wife and I had been watching Anime then for a few years, starting with my wife getting hooked on *Sailor Moon*. One weekend in the spring we went out for a drive and noticed that at the Holiday Inn a few blocks from our apartment there was some strange event going on and there were strange people walking around wearing very weird clothing and costumes. Some were holding fake weapons and others had colored their hair or had day-glo wigs on. We say them again on Sunday and had no idea what on earth was going on. Then on Monday at work I read in the Newspaper that the Holiday Inn had been host the 3rd Annual Sakura-Con Anime Convention. My first reaction was "WOW.... An anime convention what a cool idea I didn't know those existed" that was quickly followed up with "Grrrrr... gosh darn it there was an anime convention less then a mile from my home and I did not know about it until it was over?"

That night I told my wife that I found out what all the strange people where doing at the Holiday Inn over the weekend. She too was very disappointed that we did not know about it until it was over. She then looked it up on the internet where we learned more about the event and were event more sad about missing out. We decided that next year we would most definitely be attending he event. My wife kept checking with the website and finally a few months later we learned that the next one would be held at the Sea-Tac Hilton. We purchased our tickets online and had to wait 10 long months for our first Sakura-Con experience.

I had never been to a Convention of any kind before so I did not know what to expect, but my wife is a veteran of several Star Trek conventions. But those were only one day events and she was skeptical that a convention would be interesting for 3 days. So we decided to not bother to take the Friday of the convention off from work and decided to just attend the final 2 days of the con, only spending the night on Saturday.

Finally it was time for our first ever Sakura-Con (and my first convention of any kind). We got to the Hilton around 10:00 am on the Saturday and we were shocked at the huge line to get into the event. After stating in line for over an hour we finally got to the registration desk and got our goodie bags. We were way overwhelmed as we did not expect that there would be so many people there. We wandered around lost for a while until we got to the dealers room. We tried to walk in but we were informed by the Staff member working the door that the room was at capacity and we would have to wait in the over flow line to get in. We turned and looked in amazement as the line went down the hall and disappeared out the exit door. So we walked outside and get at the end of the line. After about a half hour we finally got to the front of the line and were allowed to go inside. There were only about 20 or so dealer tables but it was the most anime merchandise that we had ever seen in our lives. Up until this point of our anime lives our main source for all thing anime was the Suncoast Video store in the Mall.

After we wandered though the dealer's room we decided to do more exploring of the con. We made our way though to the video game rooms and then onto the anime viewing rooms. Suddenly a door to the last opened up and people started rushing en masse to go inside. We had no idea what was going on but we decided that if that many people were interested, whatever was going on in that room must be good so we joined the stream of people and made our way in. After everyone was settled in a Sakura-Con staff member stood up and exclaimed that we were all in for a treat as ADV was having the American Premiere of the Excel Saga English dub right now in this room. We had never heard of Excel but we thought it would be cool to see the English début. The 1st episode started and there was this insane theme song, but I had just gotten hocked with J-POP and I loved it. Then the show started and the main Character died like 5 times in the 1st episode. What the heck was that all about? I asked my wife if she liked it when it was over and she said she was not sure. So we decided to watch one more episode before we gave up on it. Then the ending song started and a dog started singing about being eaten. WOW could this be any more weird?! Then the 2nd episode started and were still unsure what this was about. Then we got to the scene where in the jungle a train goes past just as The Afro-guy pulls off the Iron mask and reveals Mattel from Galaxy-Express 999. Oh! It finally dawned on us that this was an Anime Spoof; we are not supposed to be following a serious storyline. Then we loved it and watched 5 episodes.

Then we took a break and drove down to South Center Mall for lunch and read over the Souvenir Guide. There we noticed that there was a dance that night and we chose to do that. We returned to the dealer's room and were able to walk right in this time as it was getting towards evening. There my wife saw someone selling Kimonos and she decided that would be perfect to wear to the dance. So she picked on out and we decided to get some rest in the room before dinner. We got back to our room and made another con-discovery. The Hotel had a channel playing 24 hours of anime that we could watch right in our room. We thought we had died and gone to anime heaven (This was way before cable anime channels ever existed) So we watched like 3 hours of anime. Then my wife changed into her Kimono and we ate dinner at the Hotel restaurant and went to the dance. We had a fantastic time at the dance as they played a ton of Anime Theme songs and J-POP (Sadly this dance was to be the exception and not the rule and no other Sakura-con dances after this featured J-POP in such a big way.) Around midnight we left the dance and returned to our room. We watched another hour of anime on the closed-circuit channel in our room and we decided what activities we wanted to do the following day.

Around 1:00 am we switched off the TV and went to sleep. Then just before 5:00 am I was woken up by my wife who told me that she was feeling extremely ill and wanted to go home. So we packed up and were back in our own bed before the Sun came up. So we had an awesome time up to our con experiences abrupt end, and we were die-hard Sakura-Con attendees from that point forward.



MASQUERADE BALL

Otaku Odyssey 2010: The Endless Waltz



From the bridge of the SDF Macross to blazing stars aboard the Arcadia, Sakura-Con is proud to present it's annual Masquerade ball Otaku Odyssey 2010: The Endless Waltz. This is Sakura-Con's formal dance and this year, we're celebrating the space opera! Please note that there is a dress code that will be enforced and masks are required for entry.

Dress Code:

- Minimum dress required for men are button-up shirt, dress slacks, tie (unless it's a dress shirt that doesn't support a tie), and dress shoes
- Minimum dress required for women are a cocktail dress or dress-pants suit and dress shoes
- Asian formal wear will be acceptable as well as formal Elegant Gothic Lolitas (but no deconstructed, punk Lolitas).
- Crossplay and fursuits will also be allowed in as long as they adhere to the dress code



Cosplay Chess



Epic battles between 32 of your favorite Anime and Game Characters in full size cosplay costumes! Come see your favorite cosplayers battle to protect their Kings & Queens in these life size human chess games. New for Sakura-con 2010, there will be 3 games!

Note: Participants must attend a pre-meeting at the convention.

A Parent's Guide to Anime

An introduction to anime for parents who want to know more about the medium. Topics covered will be a short history of anime, the anime rating system, cultural differences, definitions of common anime terms. Audience participation and questions are encouraged. Although no graphic images or video will be displayed during this panel, some content may not be appropriate for younger children.

Kidz Korner: Youth Matsuri

Kids are an important part of Sakura-Con... they represent the future of not only our convention, but our community as well. Sakura-Con is pleased to be able to offer programming specifically designed for our younger Con-goers. For example, Youth Matsuri offers a variety of traditional Asian and Anime inspired crafts. Demonstrations and hands on instruction will be provided on a rotating basis by: PAPER, a regional group dedicated to the enjoyment of Origami, The Japanese Kendama Association, with a traditional game and Meito Shodo Kai- Traditional Japanese Calligraphy Association. Activities can be found for all ages, also including: Coloring, Origami, Puff Ball Animals, Bookmarks and more!

Be sure to look for Youth Matsuri and other panels and programs specifically designed with our young (or young-at-heart) in mind.

Please check the Pocket Program Guide for times and details.



POKÉMON



Gotta catch 'em all



Pokemon Trading Card Game Tournaments

Unlimited Tournament: 9:00 a.m. Saturday April 3rd in Room 306
Cost: Free (Must have Sakura-Con badge)

Bring your best 60 card deck and battle it out for respect and maybe even a few prizes.

Booster Event: 12:00 p.m. Saturday April 3rd in Room 306
Cost: \$20

Don't have any cards? Not a problem! Bring yourself to the Pokemon Booster Event and for \$20 we'll supply you with six booster packs to build a 40 card deck (energy will be available for use). After building your deck, you will be battling it out for respect and prizes, and the cards are yours to keep.

Battle Factory Tournament

A Pokemon DS tournament in the style of the Battle Frontier's "Battle Factory" attraction.

Competitors will randomly receive 3 Pokemon provided by staff. Players will then be allowed 15 minutes to apply their own unique strategy via move tutor's or tm's, or placing their own hold items. The tournament will be 3v3 single elimination. Just like the game, the winner of each battle then has the option to swap one of his Pokemon with the loser. The loser must comply. Players will also be allowed to keep the Pokemon after the tournament, however they will not be compensated for used tm's or lost hold items from the prep round. Players are encouraged to come prepared with tm's, heartscales, shards and hold items. Requirements are a copy of any 4th generation Pokemon DS game and to have 8 badges in order to control level 100 Pokemon. Prizes for the top three.

Pokemon Trivia Corner

by Ryan Merryfield

Question #1: Who Does Ash consider to be his best friend?

- 1) Brock
- 2) Pikachu
- 3) James from Team Rocket
- 4) Professor Oak

Question #2: What Legendary Pokemon did Ash see when he first began his Pokemon journey?

- 1) Ho-oh
- 2) Mew
- 3) Zapdos
- 4) Rayquaza

Question #3: Pokemon; The First Movie featured which Pokemon?

- 1) Mew and Mewtwo
- 2) Articuno, Moltres and Zapdos
- 3) Entai and Unown
- 4) Lucario

Answers 1) 2, 2)1, 3)1

Pokemon Movie Review

Arceus and the Jewel of Life

By Ryan Merryfield

This is Pokemon's 12th movie release and I am starting to think that "Project Pikachu" is losing their touch. In this movie Ash and his clan of friends, Brock the pewter city gym leader, the hopeful and young Dawn, and we can't forget Ash's closest friend Pikachu are traveling through the Sinnoh region of the pokemon world. While traveling through they go and visit where the ancient Pokemon "Arceus" is supposed to be. Sinnoh mythology states that Arceus created the land and Pokemon with his power. They hear a tale of the betrayal against Arceus which lead to him to be asleep for thousands of years. Suddenly Arceus wakes up and goes on a rampage for his betrayal. Dialga, Palkia, and Giratina ascend from their never ending clash against each other to try and subdue Arceus. To help subdue Arceus, Dialga sends Ash and his gang back in time to stop the betrayal of Arceus. That's where the movie really goes down south. Some stuff happens then Ash has to save Arceus and I don't want to ruin the ending for the people who want to see it but it is pretty predictable. My favorite part of the movie would have to be Pikachu and Pichu's quest to free the enslaved Pokemon in the past to help Arceus. My recommendation is if you're looking for a Pokemon movie to watch, watch *Pokemon the Movie 2000*, it doesn't disappoint.



An Interview with Actor Richard Epcar

Richard Epcar is well known to anime and game fans, starting with the original Robotech series. As an international supervisor for Universal Pictures and DreamWorks, Richard's work has taken him all over the world supervising the foreign dubs and mixes of feature films. Richard recently took time out of his busy schedule to talk with us.

Q. As you have been involved in anime ever from its infancy in the United States what in your opinion has been the major reasons for the incredible growth in popularity of Japanese Animation in American pop-culture?

Richard: I think that Japanese anime, unlike our own animation, is often deep and cerebral and asks hard questions about life. Our animation is more cut and dry and usually follows a formula. I think it's true about their characters as well. The characters are often multi-layered and complex which makes their stories a lot more engaging. I think that the fact that they dig deeper is often why so many people are so attracted to their animation.

Q. Do you have a different approach to your voice acting for a video game as opposed to voice acting for an animated show? Are there any differences in acting between dubbing a foreign live action film as opposed to an animated one?

Richard: The prerequisites for acting is pretty much the same whether you're doing anime, a game or even stage or film. The techniques vary to some degree. But basically the difference between doing anime and a game is that in anime you're dubbing it. Which means you have to act and make the dialogue fit the mouth flaps of the existing animation. When you're doing a game--generally it is original animation--in which you record the vocal tracks--free of the constraints of dubbing--and the animation is animated to the dialogue tracks. This last way does give you a lot more freedom to emote and create your character. Live action dubbing is probably the most difficult of them all, because it's the hardest to make look like they are actually speaking English.

Q. Besides yourself or Ellyn, who are some of the American voice actors whose work you really appreciate?

Richard: I love Patrick Warburton's acting and I greatly respect Peter Cullen.

Q. We all are well aware of the difficulties facing the American Anime industry in regards to fan subs and downloadable content from the Internet, where do you see the state of the American anime industry in the next five years? Will we still have licensed anime being commercially dubbed and sold in English?

Richard: I'm not sure. It's getting harder and harder to get funding for these projects due to fan subs and downloads. A lot of the companies that did this type of work are now extinct and it's getting more difficult to get these shows on television. Not to mention the state of the economy right now. And yet, there are some amazing shows still being done in Japan and I'm very hopeful that we can continue to dub them into English. We'll just have to see how this all shakes down.

Q. How do you enjoy appearing as a guest at anime conventions? Have you ever attended an anime convention just as a fan?

Richard: I love doing conventions because that's where the people are that appreciate my work. So it's always a joy to meet with people that love what you do. I've never just attended a con as a fan but I am a huge James Bond fan and I geek out over that stuff.



Interview with Dazzle Vision Before Sakura-Con 2010



Screamo-pop band Dazzle Vision will perform in Seattle this April. JaME got the opportunity to ask this unique band a few questions. Dazzle Vision is known as a 'screamo-pop' band: a mix between the two genres. Despite Maiko's sweet appearance, this lady has mastered a rather aggressive type of singing which is very unlikely for a woman. We got the opportunity to ask Maiko a number of questions before their American performance in order to get to know the band a little better.

Dazzle Vision formed in June 2003, but the current line-up was only established in 2008. How did you meet each other? What made you decide to start a band together?

Maiko: Takuro and I are related - he's my brother. Yu and Haru were friends with a common interest in music. It's destiny that the four of us met, and I can only think that we were meant to work together.

You are known for your 'death voice,' a type of vocals that is usually only heard by men. How did you get the idea to start singing in this style? How have you learned to do so?

Maiko: It is a natural shout when I try to express my most intense emotions. People call it 'death voice' but I don't really think about it in that way.

Such a singing style must be very hard on your vocal cords. Are you not worried that this will affect your voice in a negative way?

Maiko: I'm okay because I always try to take care of my voice.

Please tell us about your song writing process. How do you usually compose your songs? What are sources of inspiration?

Maiko: Sometimes it's from a musical instrument, and sometimes it's from humming. We use what comes to each of us in our daily lives.

Most of your overseas fans don't know Japanese, but they enjoy listening to your music. What type of message or messages do you try to express with your songs?

Maiko: Our concept is "Children create the world." Adults, who are moving the world and society now, all started out as children. As we grow up, we tend to justify escaping or compromising by making excuses. In a pure way, we want to deliver the thoughts we had as children to create a wonderful world.

Your music has some really heavy elements, but also has a more pop-like side. When composing, do you keep this balance in mind, or does it just happen naturally?

Maiko: Our main focus is always what we want to deliver to the listeners. As a result of that, we naturally came up with "screamo pop." It's a mix of the styles that work for us.

You have been around for about six years now. What are the biggest changes between Dazzle Vision of the present and six years ago?

Maiko: We've had so many experiences together, and that has really strengthened our teamwork most of all.

What do you consider the biggest accomplishment in the band's career so far?

Maiko: To have our dream to debut in America come true!

In 2006, when the band had only been around for a year, you toured in Taiwan. How did you get this opportunity?

Maiko: Fans of Dazzle Vision in Taiwan invited us. We enjoyed every minute of it.

What is it like for you to play in a band with only men? What are some positive and negative sides to being the only girl in the band?

Maiko: I think of our group as a team as well as a family, so I don't think about gender at all.

The band has a rather tough and masculine side, and a softer side that can be considered as a female one. This is not only expressed in your music, but also in your appearance, seeing as you wear very feminine dresses and outfits. What is the reason behind this big contrast?

Maiko: Hmm. The honest answer is that I choose the outfits based on how I feel, or what I want to express to the audience. I guess all of it just comes from my personality.

Your third album, *Crystal Children*, topped the chart on HMV's pre-sale chart and came in second on the Tower Records' pre-sale chart. Had you expected this at all? How did you celebrate this?

Maiko: We were so happy! It was so great to know that our fans were looking forward to listening to our new music. We celebrated by having fun with the fans at the live shows.

The album *Crystal Children* and the single *Metsu/All Refused* were released simultaneously. Why did you choose this instead of adding the two songs from the single to the album?

Maiko: The single was released as a limited item for Disk Union, who has always been good to us. We didn't include *Metsu/All Refused* in the album because that pair of songs didn't match the concept of *Crystal Children*.

In April, you will perform at the American convention Sakura-con in Seattle. What kind of expectations do you have for this performance and the American audience?

Maiko: We want the fans to come right to the front and sing together with us. We want to see the faces of all the fans we can meet! Dazzle Vision and the audience will come together to make the most powerful live show we can imagine!

Other than the performance at Sakura-con and meeting your USA fans, is there anything else you are looking forward to while staying in the USA?

Maiko: We're going to be taking photos and videos of everything... and everyone!

Dazzle Vision is often considered a screamo band. Can you tell us a little about the screamo scene in Japan?

Maiko: I've never really experienced the screamo scene so I'm not sure, but Dazzle Vision wants to keep going with the theme of "screamo pop."

Interview with Dazzle Vision Before Sakura-Con 2010



Screamo-pop band Dazzle Vision will perform in Seattle this April. JaME got the opportunity to ask this unique band a few questions and would like to thank the band and JapanFiles.com for making this interview possible.

It has been quite some time since you released any new CDs. Have you composed any new songs recently, and can you tell us when we can expect a new release from you?

Maiko: In connection with our concert at Sakura-Con, we're releasing our first CD in America through JapanFiles.com, titled to the next!

Other than the US and Taiwan, do you have any ambitions to perform in other overseas countries?

Maiko: We'd like to tour all around Europe.

Please give a message to our readers.

Maiko: We will release our new CD to the next in America before it's released in Japan. We'll be happy if many people listen to it, and maybe we'll get a chance to perform in more parts of America or the world. Please support us as much as possible!

Thank you very much for the interview.

POWER PLAY

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Dear ANCEA/Sakura-Con members,

We have an exciting last minute sponsor, Power Play/Lucky Strike Lanes! They are giving a lucky 2000 members free gameplay cards redeemable at the Power Play game lounge located at Lincoln Square in Bellevue. Check your conbags carefully to see if you are one of the lucky ones.



Come check out the new Sakura-Con Plushies available at the merchandising booth this year. There will also be stainless-steel water bottles along with t-shirts and other Sakura-Con merchandise.



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ANCEA is pleased to announce Ryo Horikawa as a Guest of Honor at Sakura-Con 2010.

Mr. Horikawa started out as a child actor when he was in elementary school. He made his debut in voice acting as the protagonist of the 1984 anime Yume Senshi Wingman. He is a prolific voice actor with credits in many video games, anime, and cd's. He is perhaps best known to American fans for his anime character roles as Andromeda Shun (Saint Seiya), Heiji Hattori (Harley Hartwell), Detective Conan (Case Closed), Reinhard (Legend of the Galactic Heroes) and Vegeta (Dragon Ball Z).

Team Dream Catchers

Don't miss two additions to our many Panels with two performances with Team Dream Catchers:

Mayumi Tanaka's: One Piece Luffy's Playful Show

Mayumi Tanaka, the seiyuu for Luffy from One Piece, presents a voice acting demonstration and mini-concert featuring Team Dream Catchers, Katsuhiko Namba, Run Sasaki, and juggling performances by Tanaka's son Kosuke.

Team Dream Catchers: The Most Popular Anime in Japan 2009-2010

Run Sasaki and Team Dream Catchers present a voice acting, singing and dancing tribute to Bakemonogatari, K-On, Love*Com, Slayers, and more!

Excited Yet?

With the Convention less than a week away, we sure are! Don't forget the basics... you are going to need food, water, and cosplay repair supplies. Remember to make time for rest as well.

Your Convention experience is only limited by your own imagination and resourcefulness. Use the Souvenir Guide. Use the Pocket Program Guide. Explore the Exhibitor's Hall. Twice. Don't forget to purchase art from Artist's Alley. Save some money for the Charity Auction benefiting The Make-a-Wish Foundation.

We'll see you there!

HIGH and MIGHTY COLOR and Dazzle Vision PHOTO and VIDEO POLICIES

CONCERT PHOTO/VIDEO POLICY

- Q: Can I take photos during the concert?
A: Yes. No flash is allowed. Please turn off your camera's flash settings.
- Q: Are you serious about turning off my flash?
A: Yes. This is a direct request from the band members. Please respect the performers and turn off your camera's flash.
- Q: Can I shoot video of the concert?
A: Yes.

AUTOGRAPH PHOTO/VIDEO POLICY

- Q: Can I take photos during the autograph session?
A: Yes. Please be polite to our Japanese guests and ask first. No flash is allowed. Please turn off your camera's flash settings.
- Q: Can I step behind the autograph table to take a photo?
A: No.
- Q: Can I take a photo of the whole band together?
A: No. This will cause too much of a slow-down in the autograph line and we really want to give everyone a chance to go through.
- Q: Can I shoot video of the autograph / Q&A session?
A: Yes.

*NOTE: These photo/video policies are decided by the band members and management for this event only. Please always respect a band's photo/video policy at any live show.